





# **PAGER** Version 3

10,000

100,000

1,000

Created: 1 day, 0 hours after earthquake

# M 5.5, 89 km WNW of Sola, Vanuatu

Origin Time: 2024-01-19 04:57:15 UTC (Fri 15:57:15 local) Location: 13.5682° S 166.7822° E Depth: 45.9 km

**Estimated Fatalities** 10,000 1,000



Green alert for shaking-related fatalities Estimated Economic Losses and economic losses. There is a low likelihood of casualties and damage.

# 30%

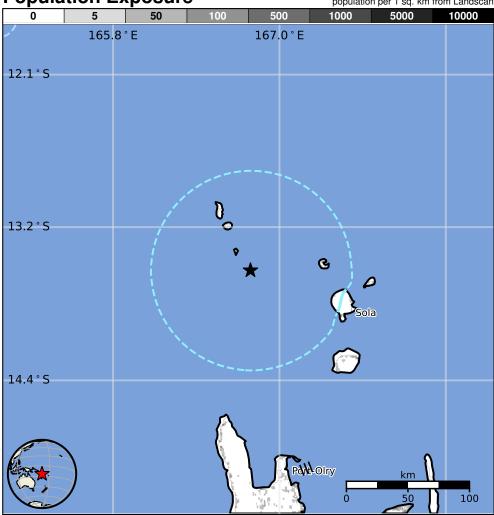
**Estimated Population Exposed to Earthquake Shaking** 

ESTIMATED POPULATION EXPOSURE (k=x1000)		_*	38k	2k	0	0	0	0	0	0
ESTIMATED MODIFIED MERCALLI INTENSITY		I	11-111	IV	V	VI	VII	VIII	IX	X+
PERCEIVE	SHAKING	Not felt	Weak	Light	Moderate	Strong	Very Strong	Severe	Violent	Extreme
POTENTIAL	Resistant Structures	None	None	None	V. Light	Light	Moderate	Mod./Heavy	Heavy	V. Heavy
DAMAGE	Vulnerable Structures	None	None	None	Light	Moderate	Mod./Heavy	Heavy	V. Heavy	V. Heavy

<sup>\*</sup>Estimated exposure only includes population within the map area.

## Population Exposure

population per 1 sq. km from Landscan



#### PAGER content is automatically generated, and only considers losses due to structural damage. Limitations of input data, shaking estimates, and loss models may add uncertainty. https://earthquake.usgs.gov/earthquakes/eventpage/us6000m4lx#pager

#### **Structures**

Overall, the population in this region resides in structures that are highly vulnerable to earthquake shaking, though some resistant structures exist. The predominant vulnerable building types are unknown/miscellaneous types and wood construction.

### **Historical Earthquakes**

		•		
Date	Dist.	Mag.	Max	Shaking
(UTC)	(km)		MMI(#)	Deaths
1980-07-09	107	6.0	IV(2k)	_
1999-08-22	316	6.5	IX(2k)	_
2002-11-27	160	5.8	V(19k)	0

Recent earthquakes in this area have caused secondary hazards such as landslides that might have contributed to losses.

## Selected City Exposure

nom deorvames.org				
MMI	City	Population		
Ш	Saratamata	<1k		
III	Sola	1k		
Ш	Port-Olry	2k		

bold cities appear on map.

(k = x1000)